# The Monitor

December 6, 1995


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The Monitor is published monthly by the Commodore Users Group of Saskatchewan (CUGS). Meetings are held on the first Wednesday of every month in Room 173 of Miller High School unless otherwise noted. The next meeting will be held on January 3, 1996, from 7:30 to 9:30 P.M.

CUGS is a nonprofit organization comprised of 64 and 128 users interested in sharing ideas, programs, knowledge, problems, and solutions with each other. Membership dues ($15) are pro-rated, based on a January to December year.


## Peeks Into Other Clubs

-by Drew and Judi Ruether

Who ordered all this snow?! Well, another month has come and gone and it's now time for another report on our correspondence with other clubs. First of all, I would like to thank everyone for the vote of confidence in voting me in as President. I gave the title a thought and decided to go with that over Exalted One, for obvious reasons. We have received another disk of the month from the Commodore Users Group of Ames Region (Cougar Tracks). Thank you! This disk will be previewed at this month's club meeting and will be available for purchase from the club library come January's meeting.

This month's articles are of general interest to all two are from LoadStar Letter #27, one on the new 10/20 MHz accelerator duo, the other one on GeoFax. The next articles appear courtesy of Hawaii On-Line from the Commodore Hawaii Users Group. This article contains helpful hints on using the escape key/letter key combinations for the 128 to do all kinds of neat things. Also, we have a nifty little program for changing device numbers onthe 128D for the internal 1571 drive. Finally, there are a couple of tips for maintaining a healthy computer and drives from the "Chalk board", the monthly newsletter of the ABCUG Users Group of Glen Burnie, Maryland. See you all next month!

### The Benefits of Being a CUGS Member Are Numerous

Anyone interested in computing is welcome to attend any meeting. Members are encouraged to submit public domain and shareware software for inclusion in the CUGS Disk Library. These programs are made available to members at $3.00 each (discounted prices when buying bulk). Since some programs on the disks are from magazines, individual members are responsible for deleting any program that they are not entitled to by law (they must be the owner of the magazine in which the original program was printed). To the best of our knowledge, all such programs are identified in their listings.

Other benefits of club membership include access to our disk copying service to make backups of copy-protected software, and any members who own a modem and wish to call our BBS will receive increased access. The board operates at 300-2400 baud, 24 hours a day. The number is (306) 565-6791.

# Help me! Q. & A. for the Commodore User

**How do I make My 1571 single sided?**

On a 128, you can force the 1571 to go into single-sided mode with the drive common "U0>M0". Issue such a command with OPEN 15,8,15,"U0>M0":CLOSE 15.

On the 64, a 1571 defaults to single-sided mode, but you can convert it to double-sided mode (and read the full double-sided disk in 64 mode) with the drive command "U0>M1". While in single-sided mode, you can actually format both sides of the disk as separate file systems. The command "U0>H0" selects the regular side of the disk, and "U0>H1" selects the flip side of the disk. Note that the flip side, when formatted this way, cannot be read by a 1541; neither side will be readable by a 1571 when the disk is inserted upside-down.

**How do I initialize my 1581 to a new drive number?**

When the 1581 is initialized, as well as checking the boot sector of the disk, it also looks for a file "copyright cbm 86". This file, if found, can specify a device number for the 1581 disk [drive]. Whenever the 1581 is booted or initialized with this disk inserted, its device number will be changed to the speicified number. The utility 1581-auto-dev by David W. Tamkin will create this file. It can also do other stuff, so check it out.

**How do I Clean my Keyboard?**

To clean it, you will need denatured (rubbing) alcohol, a clean pencil eraser, cotton swabs, a small Phillips head screwdriver, a jeweler's size Phillips screwdriver and a Commodore 64 computer keyboard.

Procedure:

1. FIRST AND FOREMOST, make certain that you have discharged any static electricity in your body by grounding yourself to something like a cold water pipe. Otherwise, you could blow chips in your computer if you were to touch the wrong things.

2. Turn off your computer and unplug any and all cords and connectors, fast-loaders, modems, etc. (just have yourself a naked (if you will excuse the expression) computer)

3. Thoroughly clean all external connectors and ports with the swabs and alcohol. Also, clean all plugs that go into those ports. If the problem you had persists, proceed with the following:

4. On a clean surface, turn your keyboard upside-down. Remove the screws in the bottom.

5. CAREFULLY separate the two halves about an inch. Unplug the connector to the power LED on the top of the C64.

6. Place the two halves flat so that the keyboard is facing you. The two halves will be connected by a wire harness. This harness may be held down by tape that must be removed in order to place the unit flat.

7. Remove the fifteen or so brass screws that hold the circuit board under the keyboard.

8. Turn the circuit board over. You will see the bottom of the keyboard with a rubber "U" under each key, which makes contact with the board. You will also see on the circuit board a pair of gold contacts for each key on the C64.

9. CAREFULLY wash ALL the rubber "U"s and the gold contacts with the swabs and rubbing alcohol. Allow the alcohol to dry.

10. Gently clean each gold contact with the eraser. Brush away the eraser crumbs (I use a small, hand-held, battery-powered vacuum cleaner).

11. Re-clean the gold contacts with the swabs and alcohol to ensure that you have removed ALL traces of the eraser.

12. Reassemble the C64 in the reverse order of disassembly.

Congratulations to Bob Latimer for being the latest winner of a complete Commodore 128 system, courtesy of Harvey Klein.

# Uncle Cugsy's Tips and Tricks

-by Drew Ruether

This monthly column will devote itself to helpful tips and tricks for the 64/128. If you have any useful tips or tricks you would like to see go into this column, just contact me after the meeting to arrange it.

**Removing label residue from disks:**

Disk labels often leave an unsightly, gooey residue when they are removed. While you might be tempted to clean it off with solvent, it can get inside the disk and ruin things pretty severly. Use a piece of duct tape, roll it into a loop with the sticky side out, then roll it smoothly over the gooped-up area, pulling it away from the surface at a smooth angle. The label goo comes off cleanly it may take several tries but you'll succeed if you use new duct tape each time.

**Double-sided disks with the 64 and 1571 drive:**

When used with the 64, the 1571 is no faster than a 1541. Unless you take special steps, it won't even read or write more than 664 blocks on the disk. That's because, when used with a 64, the 1571 powers up in 1541 mode. To put the drive into 1571 mode, simply execute this command: O P E N 1,8,15,"U0>M1":CLOSE 15. While this doesn't make the 1541 any faster, it allows a full 1328 blocks of information per disk. When using this mode, one should use double- sided, double density disks.

**Labels from Print Shop or Print Master programs:**

You can use these programs to make high-quality labels for mailing or other purposes. You have to print them one at a time, but you can include fancy fonts and graphics. First, load some continuous labels into your printer, centering them on the plate. Using the letterhead option of either program, create the design you'll print out, then let it rip! It may take a few tries to get the spacing and layout correct but the time you spend will be worth it.

**Cheap mouse pad:**

Rather than use a commercial mouse pad, you can use a legal-size pad of paper. They're cheap, easy to find as opposed to locating a mouse pad or, heaven forbid, a replacement mouse pad, and whenever a page gets dirty, just tear off the top sheet and presto! the pad is as clean as ever. If you decide to use this idea, resist the urge to use the top sheet of paper for jotting down notes i t could cause your mouse to clog up with residue that might be transferred from the mouse ball to the rollers.

# Changing Device Numbers Through Software

Drive Device Number Changing Through Software

To change the device number on Commodore drives, follow these steps: In the following examples, 'olddn' is the drives current device number, and 'newdn' is the new number to which you want to change it.

1) Turn off all drives except the one you wish to change the device number of.

2) Type the following in, depending on drive type:
1540/41/Most Compatibles:
open 15, olddn, 1print#15, "m-w" chr$(119) chr$(0) chr$(2) chr$(32 + newdn) chr$(64 + newdn) close 15

MSD SD-1 (Old ROM):
open 15, olddn, 15 print#15, "m-w" chr$(117) chr$(0) chr$(2) chr$(32 + newdn) chr$(64 + newdn) close 15

1570/71/81
open 15, olddn, 15 print#15, "u0>" + chr$ (newdn) close 15

3) Turn back on other drives. The change is only temporary. It will revert back if the drive is turned off.

# Swapping Drive Numbers With a 128D

A problem faced by many 128 D owners is changing the built in 1571 drive which is set at #8 to device #9. This is especially a problem for 1581 users who want to boot and load programs from a 1581 drive.

Although many programs could be transferred to 1581 format, they can not be loaded from device #9.

The following simple "SWAP #8/#9" BASIC program allows you to change the device number of the internal 1571 drive automatically.

IN fact, if you have an auto-boot on 1581, you can boot from you 1581.

NOTE: TYPE THE PROGRAM IN 127 MODE!

```
10  REM SWAP 8/9 BY DAVE
    KROHNE
20  CD=8:ND=10:GOSUB 100
30  CD=9:ND=8:GOSUB 100
40  CD=10:ND=9:GOSUB 100
50  OPEN15,8,1:PRINT
    #15:"IO":CLOSE15
60  OPEN15,9,15:PRINT
    #15:"IO":CLOSE15
70  PRINT"DEVICE NUMBERS ARE
    NOW SWAPPED!":END
100 OPEN 15,CD,15:PRINT
    #15,"UO>"+CHR$(ND):CLOSE
    #15:RETURN
```

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# Here's Looking at You! —Member Profiles

by Judi and Drew Ruether

Name: Bob Latimer
Age: 75
Birthplace: Barrow in Furnass, England
Occupation: Retired teacher
Phone: 584-7771
Equipment Owned: A 128 (recently won in Harvey's draw), two 1541 drives, a 1571 drive, a VIC 1525 printer, and a 1200 baud modem
Favorite/Latest Software: GEOS
Commodore Wish List: SID & MIDI player and music software
What Direction Do You Want To See The Club Go? Better-organized meetings, special interest groups
General Interests Other Than Commodore: Music, gardening, travelling
Expertise: Just rediscovered the Commodore; much to learn

Name: Carl Reilly
Age: 23
Birthplace: Regina, SK
Occupation: Datacore Technologies
Phone: 585-2332
Equipment Owned: One 128D (stereo) and three 128 computers, one 1581 and three 1571 disk drives, 1902 and 1902A monitors, an EPROM burner, a 1520 Commodore colour plotter, a 14.4K USR Sporster modem, a Swiftlink cartridge, an LPX laser printer, and an Epson T1000 printer
Favourite Software: GEOS
Latest Project/Software: OMNI Board
Commodore Wish List: 16 meg RAMLink, I-Port
What Direction Do You Want To See The Club Go? More organization
General Interests Other Than Commodore: Programming, freelance writing, shinny, coffee, sex (not necessarily in that order)
Expertise: GeoProgramming, electronic tinkering

# CMD Does It Again With C-64 10/20 Mhz Accelerator Duo

This is not a rumor. Mark, at Creative Micro Designs, has been locked away for months now, tinkering with different configurations of what any Commodore user would call the dream attachment for their 8-bit computer. CMD is putting the finishing touches on two accelerators for the Commodore 64.

Scheduled for release in February 1996, the Super64 CPU , the units are designed to be inserted into the cartridge port of a C-64 or C-128 in 64 mode. The units are expected to sell for $149 and $199 for the 10 MHZ and 20 MHZ models respectively.

Once inserted, the accelerator which is actually a self-contained computer system, takes over, using the slower console only for its keyboard, sound, IO, and video capabilities. The Super 64 CPU has its own 64K of Fast static RAM.

The accelerators come with a pass through-port, making them compatible with RAMLink and REUs. CMD also points out that the accelerators are GEOS compatible right out of the box. CMD will entertain the notion of developing a similar C-128 mode accelerator, but would like to sample the demand first.

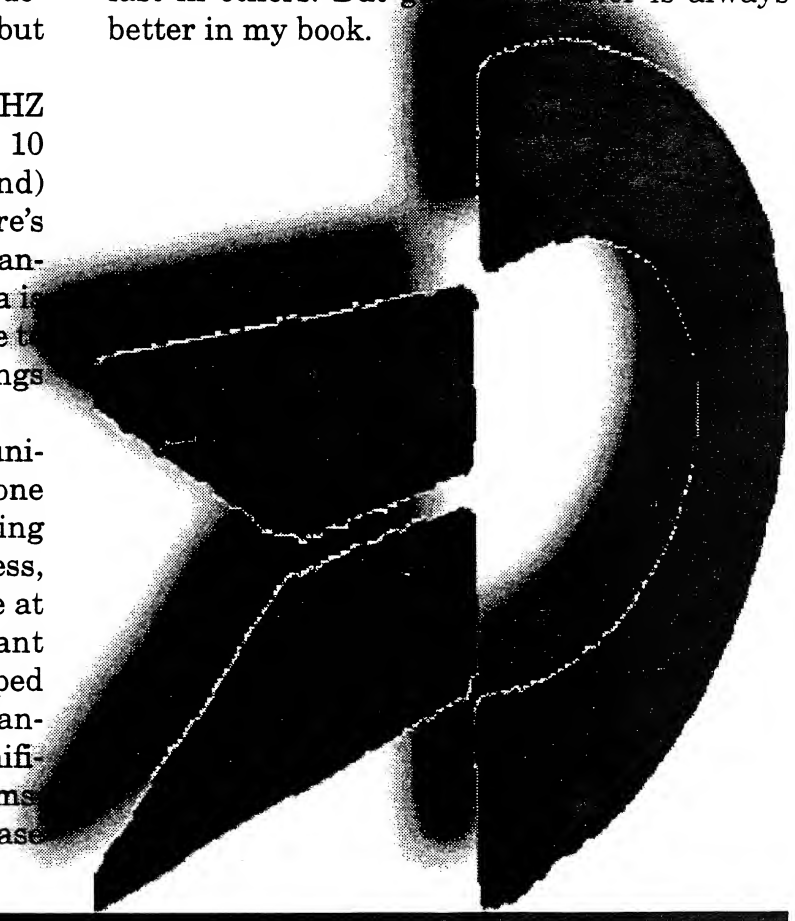
So is a 25MHZ 386 faster than a 20MHZ C-64? In word, no. The 20MHZ C-64 pulls 10 MIPS (Millions of Instructions Per Second) while the 25 MHZ 386 pulls only 8. But there's more to it than this. Since the C-64 is only managing 64K of RAM, and any program or data is going to be smaller than that, it doesn't have to do as much work as a DOS computer. So things get done faster than you'd think.

As with other accelerators, all communication with the slower computer system is done at the original computer's speed. So processing is done at accelerated speeds, but disk access, video manipulation and the like are all done at the 1MHZ speed. Still there is a significant speed increase. First the units come equipped with JiffyDOS. Disk access for Machine language programs probably won't increase significantly, but when dealing with BASIC programs compiled or not, expect and incredible increase in speed.

The drive always writes at the same speed, but the program that's sending the data may be slow. Generally, a BASIC program will write a file to disk much slower than a disk drive can accept the data. Luckily most BASIC programs don't have a lot of data to write, so the laborious task is over before your beard begins to grow. But if a BASIC FOR NEXT loop processes and sends your data file 10-20 times faster, it may be enough to push the outflow of data to ML SAVE/LOAD speeds.

I haven't seen the 10/20MHZ C-64 in action yet, but I have used a 4MHZ C-64, and frankly it was sometimes too fast for testing and programming. If you can believe it, the screens on my 40MHZ Amiga pop up slower than a BASIC program LISTs on a 4MHZ C-64.

Don't worry though, many of your old games and programs won't be over before you know it because the hardware timers in the computer will keep the same time. Of course a program that doesn't rely on hardware timers may seem pleasantly faster in some routines, and too fast in others. But ge[illegible]aster is always better in my book.



# Escape Codes to Use With Your 128!

One of the many features of the 128 is the use of the escape key in the upper left hand corner of the keyboard. The key has many uses in the 128 mode of operation. Listed below are the codes and what each will do.

Each code is enabled by pressing the escape key and then the key listed. You don't press them at the same time; just press the escape key and then the key you want.

Q -erase to the end of the current line, from the cursor.
P -erase from the cursor to the beginning of the line.
' -erase from the cursor to the bottom of the screen.
J -move the cursor to the start of the line the cursor is on.
K -move the cursor to the end of the line the cursor is on.
A -enable auto-insert. Everything you type will be displayed, and the text on the current line will be moved over to make room for what you have added.
C -disables auto-insert.
D -Deletes the line the cursor is on.
I -inserts a blank line where the cursor is, and moves all following text down one line.
Y -use default tab setting. The default setting is 8 spaces jumped per tab key press.
Z -clear all tabs. If tab key is pressed after an 'Esc Z' has been pressed, the cursor will jump to the end of the line it is on.
L -enables scrolling of the screen.
M-disable screen scrolling.
V -scrolls the screen up one line.
W-scrolls the screen down one line.
E -sets the cursor to a solid with no blinking.
F -sets the cursor to a solid block and blink.
X -swap the 40/80 display
T -set the upper left corner of a window -used to set a window for viewing of a screen.
B -sets the lower right corner of a window.

**These codes work only in the 80 column mode.**

U -changes the block cursor to an underline.
S -changes the cursor back to a block.
R -reverses the screen colours (black on white vs. white on black).
N -puts the screen back to normal.

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# A Short Editorial

This month, I decided to let our beloved editor, Tristan Miller, to take a long deserved break. It may sound as if I was out of my mind to do so, but I wanted to. I hope that everyone enjoys this month's newsletter and its slightly different format. I produced it on the Power Macintosh (6100/60) at school using Adobe Pagemaker 5.0 and Adobe Photoshop 3.0. The Mac's aren't quite as bad as PC's (at least they have Motorola chips), and second only to Commies I like them the best.

Quite a few articles were submitted this month by Drew and Judi Ruether. Everyone else please submit articles. You may submit them by uploading them in ASCII format to TUNDRA, the club bulletin board, by handing in handwritten articles. Articles on PC or Mac 3.5" disks are fine, please make sure they are in text format. As a last resort, if any of you have access to the Internet you may mail me articles to my internet account; the address is 'ibshafer@leroy.cc.uregina.ca'. The submission deadline, as usual, is one week before the next meeting which turns out to be the 27th of December.

Any questions or comments on this publication will be gladly tolerated at any point in time.

Thank you for the chance to do this, Tristan.This is your loyal substitute editor of the holy documents otherwise known as "The MONITOR" saying long live the Commodore era.

-Shawn Shafer